

IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) A system for browsing a collection of information units, comprising presentation means for presenting at least one of said information units via audio or video playback, and attribute means for associating a respective one of said information units with an attribute value for a plurality of attributes, wherein the system comprises random selection means for automatically randomly selecting and presenting for playback a unit whose attribute value meets a criterion, the selection and presentation for playback being made without interaction by a user based on the plurality of attributes, the system further comprising display means for displaying a simulation of a slot machine having at least one column comprising a plurality of randomly selectable

attribute values, wherein each of the at least one column corresponds to an attribute, and activation means for activating the random selection of an attribute value in at least one of the at least one column, an operation of said simulated slot machine representing said random selection, and each cylinder of said slot machine representing a set of valid attribute values for an attribute.

2.(Previously Presented) A system as claimed in claim 1, said system comprising user-operable hold means for holding an attribute value of a currently selected unit as a criterion for subsequent selections.

3.(Previously Presented) A system as claimed in claim 1, said attribute value being defined with respect to a first attribute, said attribute means being adapted to determine a set of valid attribute values for a further attribute in dependence on said criterion.

4.(Previously Presented) A system as claimed in claim 3, said first attribute representing a genre of said information units and said further attribute representing a sub-genre of said information units.

5.(Previously Presented) A system as claimed in claim 1, said information units comprising audio and/or video information.

6.(Previously Presented) A system as claimed in claim 1, the system further comprising user-operable skip means for controlling the random selection means to abort the presentation of the currently selected unit and to skip to a randomly selected alternative unit whose attribute value meets said criterion.

7.(Previously Presented) A system as claimed in claim 6, said skip means being capable of removing at least one criterion in dependence on a mode of operation of said skip means.

8.(Previously Presented) A system as claimed in claim 7, said

removing of said criterion being determined by an iterated and/or prolonged operation of said skip means.

9. (Previously Presented) A system as claimed in claim 1, the attribute means being adapted to determine a distance between a pair of attribute values, the random selection means being capable of selecting a unit from units whose attribute values are different from attribute values of an earlier selected unit.

Claim 10 (Cancelled)

11. (Currently Amended) A method of browsing a collection of information units, comprising a step of presenting an information unit from said collection and a step of associating a respective information unit with an attribute value for at least one attribute, wherein the method comprises a step of automatically randomly selecting and presenting, without interaction by a user, audio or video media content of a unit from said collection of information units whose attribute values meet a criterion for said

at least a first attribute, the system further comprising a step of displaying a simulation of a slot machine having at least one column comprising a plurality of randomly selectable attribute values, wherein each of the at least one column corresponds to an attribute, and a step of activating the random selection of an attribute value in at least one of the at least one column, an operation of said simulated slot machine representing said random selection, and each cylinder of said slot machine representing a set of valid attribute values for an attribute.

12. (Previously Presented) A method as claimed in claim 11, further comprising a step of user operably holding an attribute value of a currently selected unit as a criterion for subsequent selections.

13. (Previously Presented) A computer program product for causing a programmable device, when executed on said device, to constitute a system as claimed in claim 1.

14. (Currently Amended) A system for browsing a collection of information units, comprising:

attribute means for associating information units with an attribute value for a plurality of attributes and with at least one mutually independent attribute value;

random selection means for randomly selecting at least one information unit based on said plurality of attributes and sending said at least one information unit to a presentation means for playing said at least one information unit, where an attribute value for said at least one information unit meets a criterion; and

user-operable hold means for holding an attribute value of a currently selected unit as a criterion for subsequent selections wherein holding said mutually independent attribute value will not affect a state of another attribute value;

display means for displaying a simulation of a slot machine having at least one column comprising a plurality of randomly selectable attribute values, wherein each of the at least one column corresponds to an attribute; and

activation means for activating the random selection of an

attribute value in at least one of the at least one column, an operation of said simulated slot machine representing said random selection, and each cylinder of said slot machine representing a set of valid attribute values for an attribute.

15. (Previously Presented) A system according to claim 14, wherein said random selection means selects and sends without interaction by a user.

Claim 16 (Cancelled)

17. (Previously Presented) A system according to claim 14, the system further comprising user-operable skip means for controlling the random selection means to abort the presentation of the currently selected unit and to skip to a randomly selected alternative unit whose attribute value meets said criterion in dependence on a mode of operation of said skip means.

18. (Previously Presented) A system as claimed in claim 17,

wherein the mode of operation of said skip means is selected from the group consisting of frequency of skip means operation and duration of skip means operation.

19. (Previously Presented) A system as claimed in claim 17, said skip means being capable of removing at least one criterion in dependence on a mode of operation of said skip means.

20. (Previously Presented) A system as claimed in claim 19, wherein said mode of operation of said skip means is selected from the group consisting of frequency of skip means operation and duration of skip means operation.

21. (Currently Amended) A system for browsing a collection of information units, comprising attribute means for associating a respective one of said information units with an attribute value for a plurality of attributes, wherein the system comprises random selection means for automatically randomly selecting a unit whose attribute value meets a criterion and sending the selected unit for



playback by a playback device, the selection and sending being made without interaction by a user based on the plurality of attributes, the system further comprising display means for displaying a simulation of a slot machine having at least one column comprising a plurality of randomly selectable attribute values, wherein each of the at least one column corresponds to an attribute, and activation means for activating the random selection of an attribute value in at least one of the at least one column, an operation of said simulated slot machine representing said random selection, and each cylinder of said slot machine representing a set of valid attribute values for an attribute.